CLUE®

AGES: 9+ 3-6 Players

The party everyone's dying to attend

SUCCESS

Learn the secret to success

INSIDE:
LEARN HOW TO PLAY!

SET-UP

THE MILLIONAIRE MOGUL IS MISSING

Everyone knows it was foul play. Now you must **solve the mystery**. Move around the mansion and look at the cards in the other players' hands. If you can narrow down **who did it, where, and with which weapon,** and identify the three cards in the envelope, you win!

1

Separate the Rumor cards into Guests, Rooms and Weapons. Secretly take one card from each pile and place it into the yellow envelope. Put the envelope off to the side.

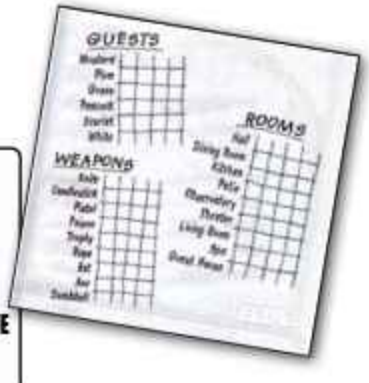
THE ENVELOPE NOW HOLDS THE ANSWER TO THE CRIME:
Who did it, in which room,with which weapon?

2

Shuffle the remaining Rumor cards together and deal them, face down, so that each player has the same number. Place any extra Rumor cards face down in the pool.

4

Each player gets a Clue sheet. Secretly check off the Rumor cards you were dealt.



DO NOT CHECK OFF YOUR GUEST PAWN UNLESS YOU HAVE ITS RUMOR CARD.

5

Shuffle the Intrigue cards and place to one side.

CLOCK CARD

KEEPER CARD

See pg. 7 to learn when to draw an Intrigue card.

3

Place the guest pawns on their matching color start spaces. Then choose which guest you'd like to be.

Take the matching Personality card and place it Power-side up. See pg. 7 for details.

6

WEAPONS

Place the weapons in the pool. Roll the dice. High roller goes first.

ON YOUR TURN

On your turn, move around the mansion and Start a Rumor to try and find out what the other guests know by learning which cards they have in their hands. When you think you know what cards are in the envelope head to the pool and Make An Accusation.

MOVE

THERE ARE TWO WAYS TO MOVE...

ROLL THE DICE

Roll the dice. Move up to the sum of the two dice. If one of the dice shows a Question Mark, immediately draw an Intrigue card.

USE A SECRET PASSAGE

If you're in a Room with a secret passage (Kitchen, Observatory, Spa, or Guest House), you may use it to move to the connected room.

If you move to the pool you may either...

Look at any or all face down Rumor cards or Make An Accusation (See pg. 6).

> "If one of the dice shows a Question Mark, immediately draw an Intrigue card"

RULES TO MOVING

You do NOT have to use your full move.

You may NOT re-enter a Room you left during that turn.

If you land on a space with a question mark, STOP MOVING and draw an Intrigue Card.

On your turn you must move out of a room unless you were moved there during a Rumor (See page 5).

You may move horizontally or vertically but NOT DIAGONALLY.

If you enter a Room, STOP MOVING.

You may pass through, but not end on, a space occupied by another player.

START A RUMOR

By starting a rumor, you try to determine which three cards are in the envelope.

If after moving, you are in a room (not the pool), you may Start A Rumor. To start a Rumor: name a guest; a weapon; *the room you are in*. Move the guest's pawn and weapon into the room with you (if they are not already there).

Example: You're Scarlet and you enter the Spa. You start a Rumor: "I think Green did it in the Spa with the Trophy." Move Green's pawn and the Trophy into the Spa.

Proving a Rumor True or False

As soon as you've started a rumor, the other players, try to prove it false. The first to try is the player to your immediate left.

If that player has one of the named Rumor cards in his hand, he shows it to you and only you. If the player has more than one of the cards named, he selects one (just one) to show you. Check this card off on your Clue sheet – this proves the card is not in the envelope. Your turn is over.

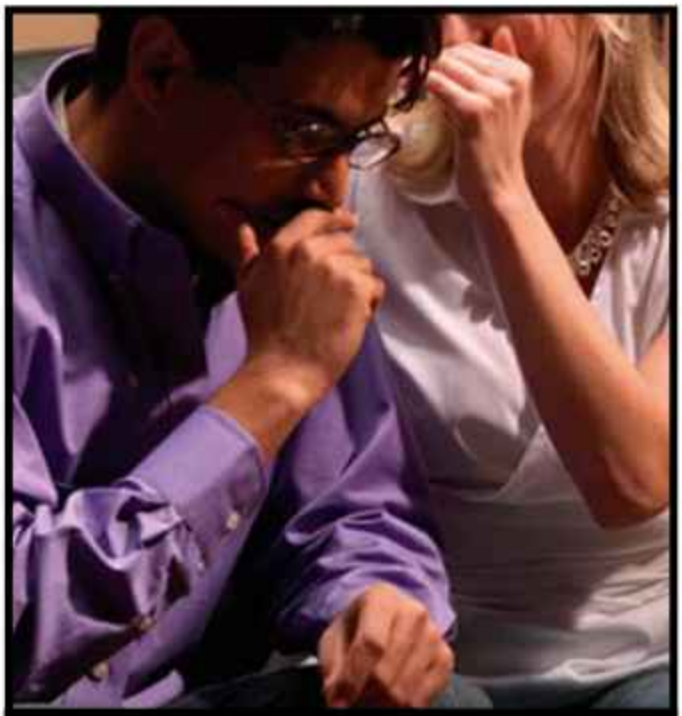
If the player to your left has none of the named Rumor cards, then the next player to the left tries to prove your rumor false. And so on.

If no one can prove your Rumor false, your turn is over.

IF YOU WERE MOVED INTO A ROOM AS PART OF A RUMOR

If the Guest you are playing was implicated in the rumor and your pawn was moved into the room from somewhere else, you may draw one Intrigue card for the inconvenience.

If your Guest was already in the room, or a Guest not controlled by a player was moved, then no card is drawn.



White shares a rumour with Plum

> "Starting rumors can narrow down who did it, where and with which weapon"

Make an Accusation

When you think you've figured out which three cards are in the envelope, go to the pool to Make An Accusation.

Once you get to the pool, you accuse a Guest, using a weapon, in a location: "I accuse Scarlet in the Dining Room with the Poison." Then, secretly look at the cards in the envelope.

Winning

You win the game if your Accusation is correct– that is, if you find in the envelope all three of the cards you named. When this happens, take out the cards and show everyone.

LEARN how the INTRIGUE CARDS add more suspense!

Does Peacock know who committed the crime?

IF YOUR ACCUSATION IS WRONG

- Secretly return the three cards to the envelope.
- You do not make any more moves in the game, and cannot win.
- You continue to try to prove your opponents' rumors false by showing cards when asked.
- Your pawn can still be part of a Rumor but you no longer draw Intrigue cards.

INTRIGUE cards

There are two types of Intrigue cards:

Clocks. There are 8 Clock cards in the Intrigue deck. The first 7 do nothing. If drawn, place the card, face up, underneath the board so all can see how many Clock cards have been drawn. If you draw the 8th Clock card, however, then your Guest has been killed by the murderer!

Keepers. If you draw a keeper, you get to keep it. These good cards are used in different ways throughout the game. You can have and play as many keepers as you like in any turn.

3 Ways To Draw Intrigue Cards:

Roll a Question Mark:
You MUST draw a card.

Land on a Question Mark:
You MUST draw a card.

Moved to a room as part of someone starting a rumor:
You MAY draw a card.

DRAWING THE 8th CLOCK CARD

If you draw the 8th Clock card, you are out of the game.

Place your cards face up where all players can see them. You no longer play in the game or draw any Intrigue cards. However, your pawn can still be part of a Rumor.

Return the 8th Clock card to the draw pile of Intrigue cards, even if it is the only card left in the draw pile. This means that the 8th Clock card can be drawn again and again.

Note that it is possible for all of the Guests to get eliminated by the murderer and no one wins.

PERSONALITY cards

The POWER SIDE shows a power that that Guest has. This power is useable once per game. After you use it, turn the card over to the Personality side.

The PERSONALITY SIDE gives some information about that guest but has no effect on the game.

Kasandra Scarlet

She is at the center of every social event and is the hottest star on the movie scene. She has the attention of all the celebrity magazines. Her biggest fear is that the press will uncover the shady things she did to claw her way to the top.

Jacob Green

Need help with connections, getting noticed, getting ahead… Green is the man on the scene with all the ins; although nobody is really sure how he gets it all done. But keep in mind, nothing comes for free and you can be sure that someday you'll get a call from him cashing in on all those favors.

Jack Mustard

Once the most sought after celebrity football player, age has finally caught up to him; now a sports announcer relying on his failing good looks and popularity. His stories are larger than life but how much longer will his fame last? He will not resign himself to becoming an unknown.

Diane White

Living in the shadow of her childhood acting fame she is constantly reminding others of her past success, White has found it difficult to move on. She tries hard not to take others' lack of appreciation personally and she'll be the first to tell you "My day will come, one way or the other."

Victor Plum

A self-made video-game design billionaire, that moved out of the dingy basement and into a life of luxury. Now part of the "In Crowd," he questions his new friends' intentions. But hey, let's face it, attention is good no matter where it's coming from… and he's going to make the most of it while it lasts.

Eleanor Peacock

Coming from a wealthy family of politicians, she's known to raise money for any cause as long as she is in the spotlight. She appears calm, cool and collected at all times – ordering her assistants to do her dirty work. She is very concerned with proper behavior…Forgetting to put your napkin on your lap at one of her dinner parties could be a "deadly" mistake.

We will be happy to hear your questions or comments about this game. US consumers please write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2. European consumers please write to: Hasbro UK Ltd., Hasbro Consumer Affairs, P.O. BOX 43, Caswell Way, Newport, Wales, NP194YD, or telephone our Helpline on 00 800 2242 7276.

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